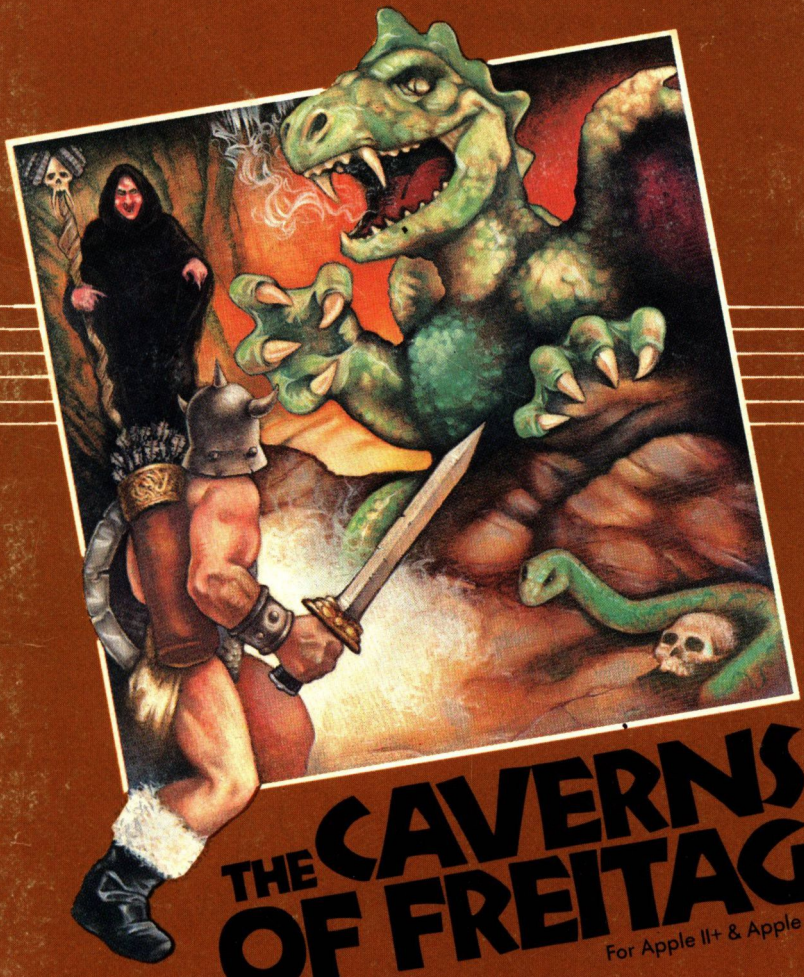


THE CAVERNS OF FREITAG™

For Apple II+ & Apple IIe

MUSE® SOFTWARE

THE CAVERNS OF FREITAG™

By David Shapiro

YOUR OBJECTIVE

Your mission as a Thechu Warrior is to seek out and slay the evil dragon Freitag who lives in the Caverns and end his reign of terror over your homeland. You have many obstacles to overcome first—monsters, wizards, the maze-like Caverns themselves—and limited means to do so. Good Luck, Warrior!

STARTING OUT

Insert the program disk while your computer is turned off (this is imperative if you are using an Apple IIe). Turn the computer and monitor on and the title page will appear on the screen. If you are using an Apple IIe, be sure to press the "Caps Lock" key next.

Choose a name for your warrior. Do so and press return to continue.

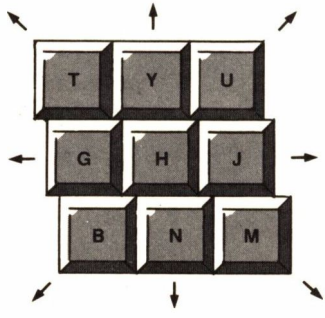
Select a skill level. The skill levels range from 1, the easiest, to 9, the most difficult.

Select your game speed. Game speeds are identified as 1–Fastest, 50–Slowest. Select your game speed and press return. During the game, you'll see your "command time marker" moving across the bottom of the screen. If it gets to the end of the screen before you do anything, you'll miss your turn.

THE COMMANDS

The game is played entirely with the keyboard.

Movement is controlled by the keys clustered around the H, as follows:



To move left, hit the 'G' key. To move diagonally up and to the right hit the 'U' key. Hitting the 'H' key will keep you positioned where you are. These same keys in conjunction with the control key are used for combat.

To attack in a certain direction, hold down the control key (marked 'CRTL') and repeatedly press the key for the direction in which you wish to attack. You have two weapons: a sword and a bow and 12 arrows. You enter the Caverns carrying your sword which you use to attack creatures that are next to you. The bow is used to shoot at things that are further away. However, it cannot be used to fight creatures that are right next to you or in diagonal directions.

To switch weapons, press the space bar (located at the bottom of the keyboard).

THE INN

The Inn is a haven for you. Each time you re-enter it, you have many options for refueling.

Press 'A' to buy more arrows with your gold.

Press 'P' to buy additional hit points. Hit points are defined as the number of points you have for combat, according to your rank. They appear as a dual number with a slash (/) between them, for example 425/425. The number to the right of the slash tells you the total number of points you have at your present rank. As monsters attack, your hit points to the left of the slash are subtracted from. When the number to the left of the slash is less than 1, you are defeated. Each time you re-enter the Inn, you'll automatically regain all of the hit points you have lost in combat (the number to the left of the slash). Also upon entering the Inn, you'll automatically advance to the next rank provided you have enough Experience Points to do so. Experience Points are accumulated by defeating monsters.

MAGIC SPELL

There is one magic spell you have learned to cast in your travels; **The Charm of Sir Robin.**

Activate this spell by pressing the escape key (marked 'ESC') and it will turn you temporarily into a long-legged bird, allowing you to run twice as fast and escape from monsters pursuing you. There are some drawbacks to this spell. First, while it is active, you can't do anything but run! You can only use the movement keys; all others will be ignored. Since this spell is very tiring, you will have to rest after it wears off and you will lose two turns.

Press the escape key again if you wish to end the spell before it wears off naturally. This counts as a turn.

DISPLAY MODES

The 1, 2, and 3 keys identify Modes 1, 2, and 3. These Modes are used to select the display you will have on your screen.

Mode 1 is a graphic display of the caverns. This is the Mode in which the game begins. In Mode 1, only the most important status messages will flash on from time to time such as "you've lost a lot of blood", "you're feeling weak", etc.

Press the letter 'O' and the words "Messages On" will appear at the bottom of the screen. This allows you access to other messages in Mode 1.

Press 'O' again for "Messages Off", and you'll be back to seeing only the most important messages.

Press '2' for Mode 2. In this Mode, the scene is represented by a little window in the upper right corner. Each character is represented by a symbol: you are the asterisk, monsters are letters, walls are blocks, etc. This page also shows other useful information like how many hit points you have left, how many arrows, how much gold you have, and so on. In Mode 2, the last five messages about your status are displayed automatically at the bottom of the screen.

Press '3' for Mode 3. This lets you look at a Magical Map the king loaned you from his treasure room. You won't see any monsters or messages while you're preoccupied with examining the map, but you will see a 24 by 40 display (as opposed to the normal 10 by 9 display) of the area of the Caverns you're in. The enchantment of the Magical Map also reveals the location of any Healers within its range.

HEALERS

Healers, identified by the letter "H" in Modes 2 and 3 and by a square face in Mode 1, are your allies; they can help you regain the valuable hit points lost in battle with the monsters.

To use the Healer's powers, you must chase him and stand directly on him.

PERKS

Notice that whenever you move to the end of the screen, the scene is replotted automatically with you in the center.

Press the colon key (:) to recenter yourself. This automatically replots the scene to show your warrior centered in the next area of the Cavern.

Press control—S to toggle the sound effects on and off.

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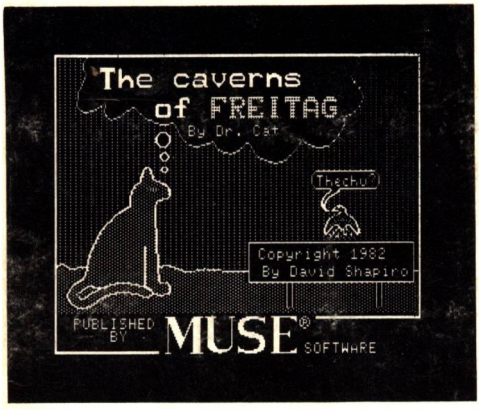

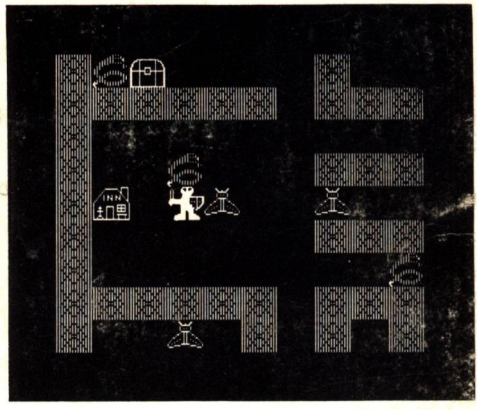

You are a Thechu Warrior from the Enchanted Islands. For three centuries, the evil dragon Freitag has held the Islands in his spell, bringing ruin and destruction to the once beautiful isles. No sunlight shines, no life form can flourish while Freitag lives. Freitag is powerful and cunning; he lives hidden deep in the Caverns on the most remote of the Enchanted Islands. The Thechu Warriors gather at the Inn and you are selected to enter the Caverns and challenge Freitag. Armed with only your sword, a shield, and 12 arrows, you enter the dragon's lair. But be warned! The Caverns of Freitag are also inhabited by Monsters who guard the dragon. There are serpents, flamebats, electric moths, Griffins, Mad Robots, Burbleborts, Cold Crystals, thunderbugs, Invisoids, Phoenix, and the most powerful Wizards who can zap you instantly! As you defeat the monsters you'll gain valuable experience, and opportunities to find gold treasure. But be careful . . . the monsters know you're coming and they're lurking everywhere!

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